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UC Berkeley CS61C : Machine Structures

Lecture 27
Single-cycle CPU Control

2010-04-02

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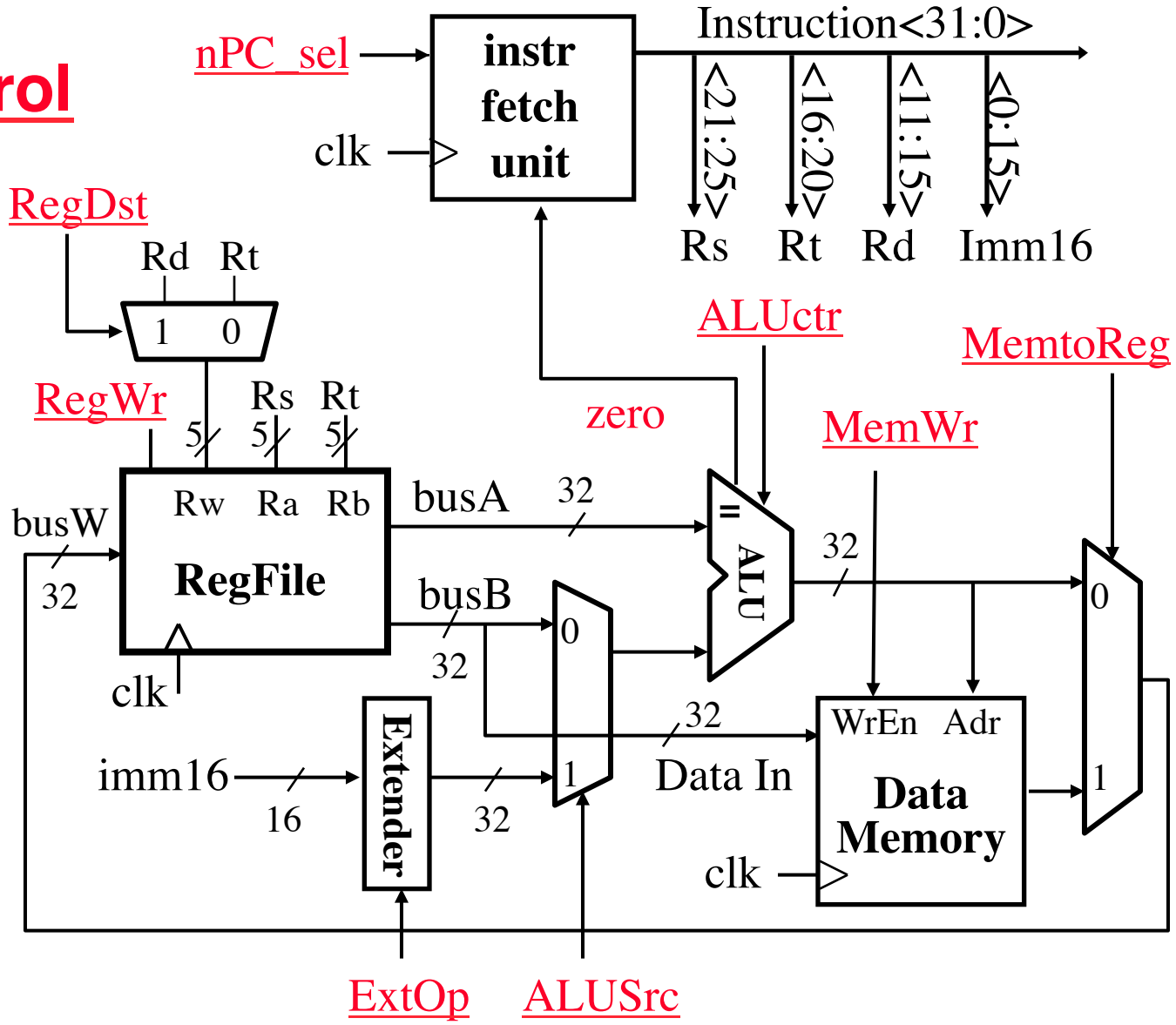
Success! ⇒

The large Hadron collider @ CERN is finally able to get subatomic particles colliding. No Higgs boson particle yet, but stay tuned. 16 years and 10 G$!

www.nytimes.com/2010/03/31/science/31collider.html

Review: A Single Cycle Datapath

- We have everything except control signals



Recap: Meaning of the Control Signals

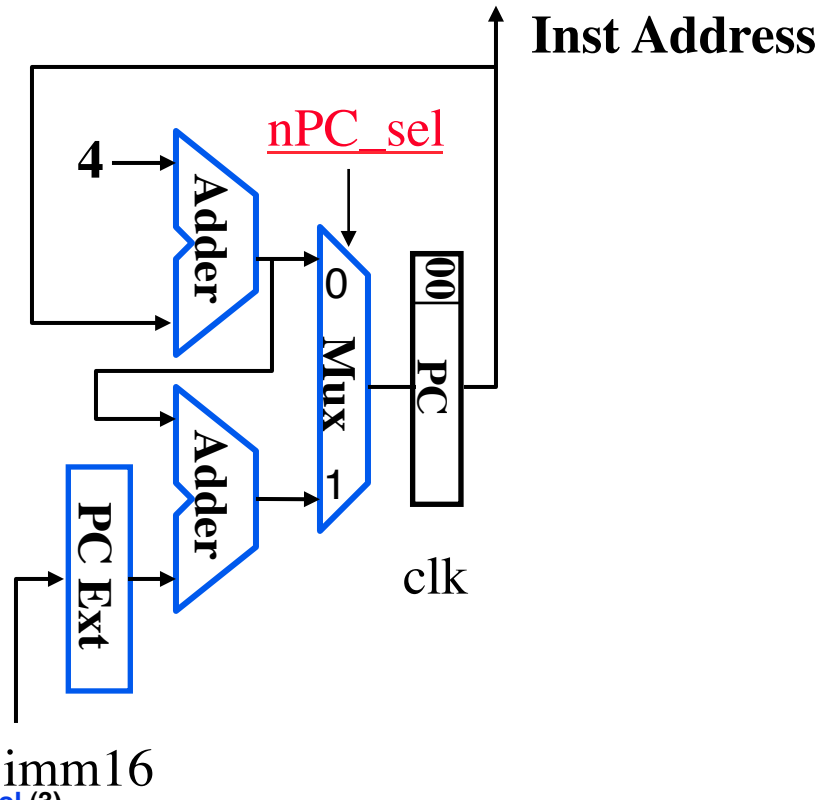
- nPC_sel:

  "n"=next

  "+4" 0 ⇒ PC <– PC + 4

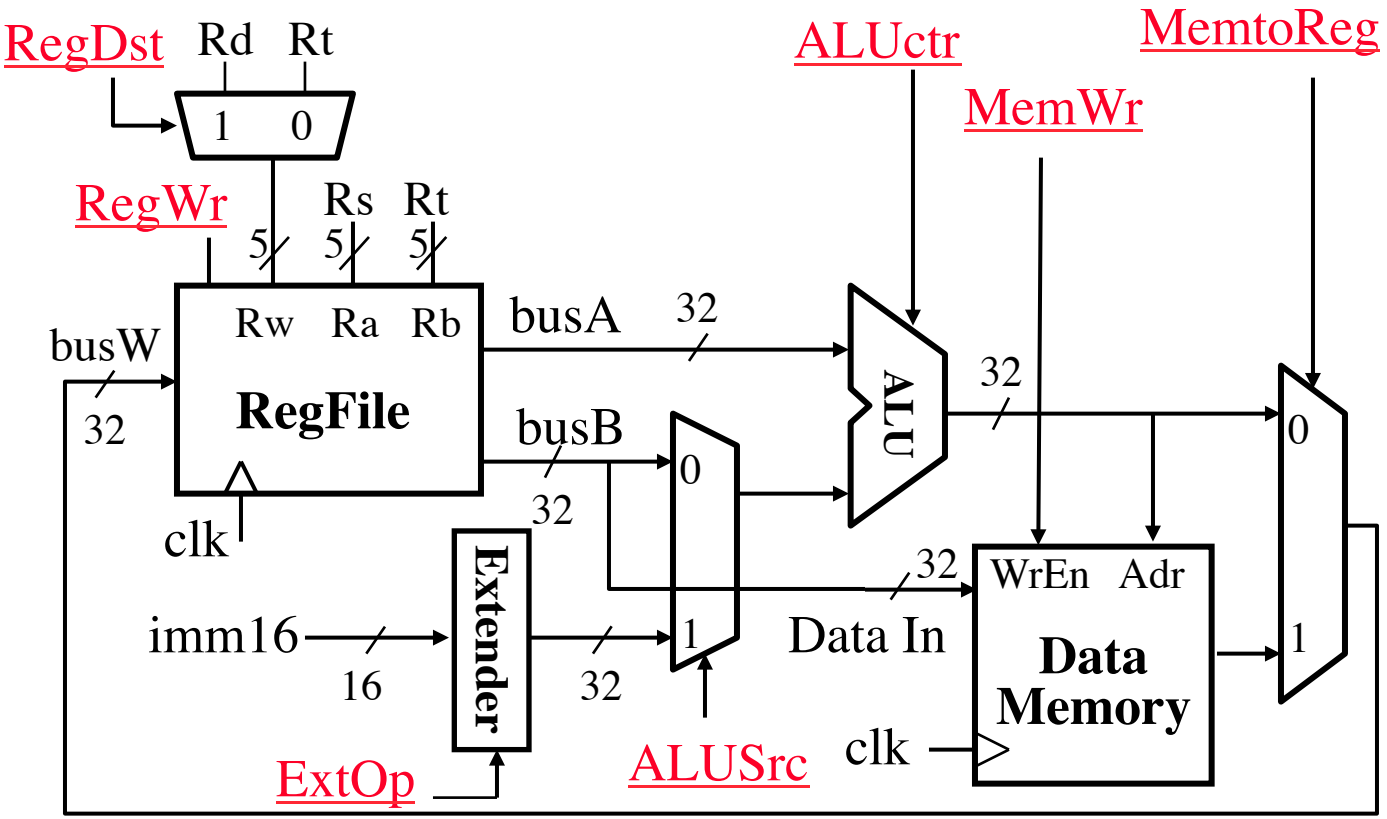
  "br" 1 ⇒ PC <– PC + 4 + {SignExt(Im16) , 00 }

- Later in lecture: higher-level connection between mux and branch condition

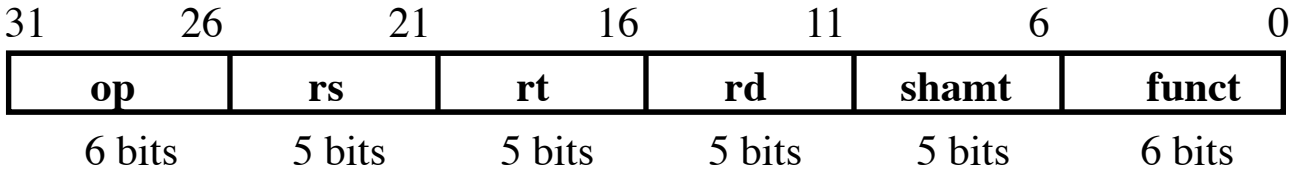


Recap: Meaning of the Control Signals

- **ExtOp:** "zero", "sign"
- **ALUsrc:** 0 ⇒ regB; 1 ⇒ immed
- **ALUctr:** "ADD", "SUB", "OR"
- **MemWr:** 1 ⇒ write memory
- **MemtoReg:** 0 ⇒ ALU; 1 ⇒ Mem
- **RegDst:** 0 ⇒ "rt"; 1 ⇒ "rd"
- **RegWr:** 1 ⇒ write register



RTL: The `Add` Instruction

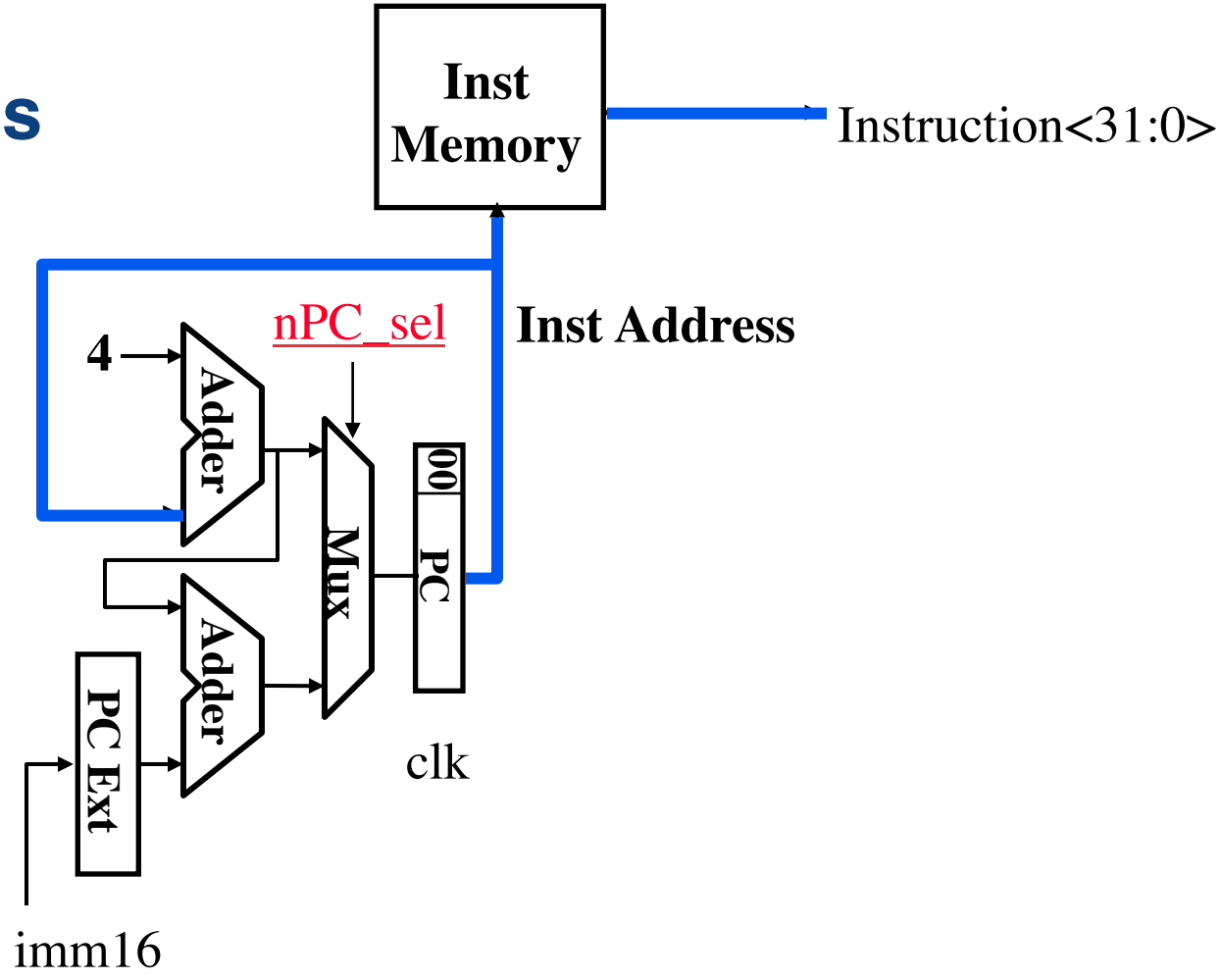



```
add rd, rs, rt
```

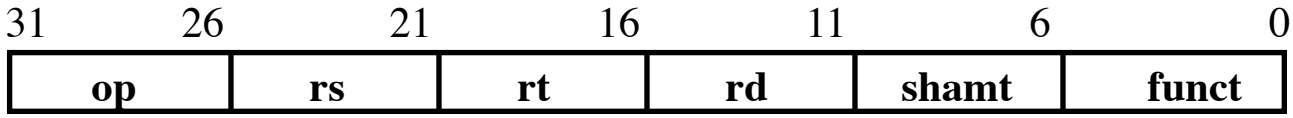
- MEM[PC] Fetch the instruction from memory
- R[rd] = R[rs] + R[rt] The actual operation
- PC = PC + 4 Calculate the next instruction's address

Instruction Fetch Unit at the Beginning of Add

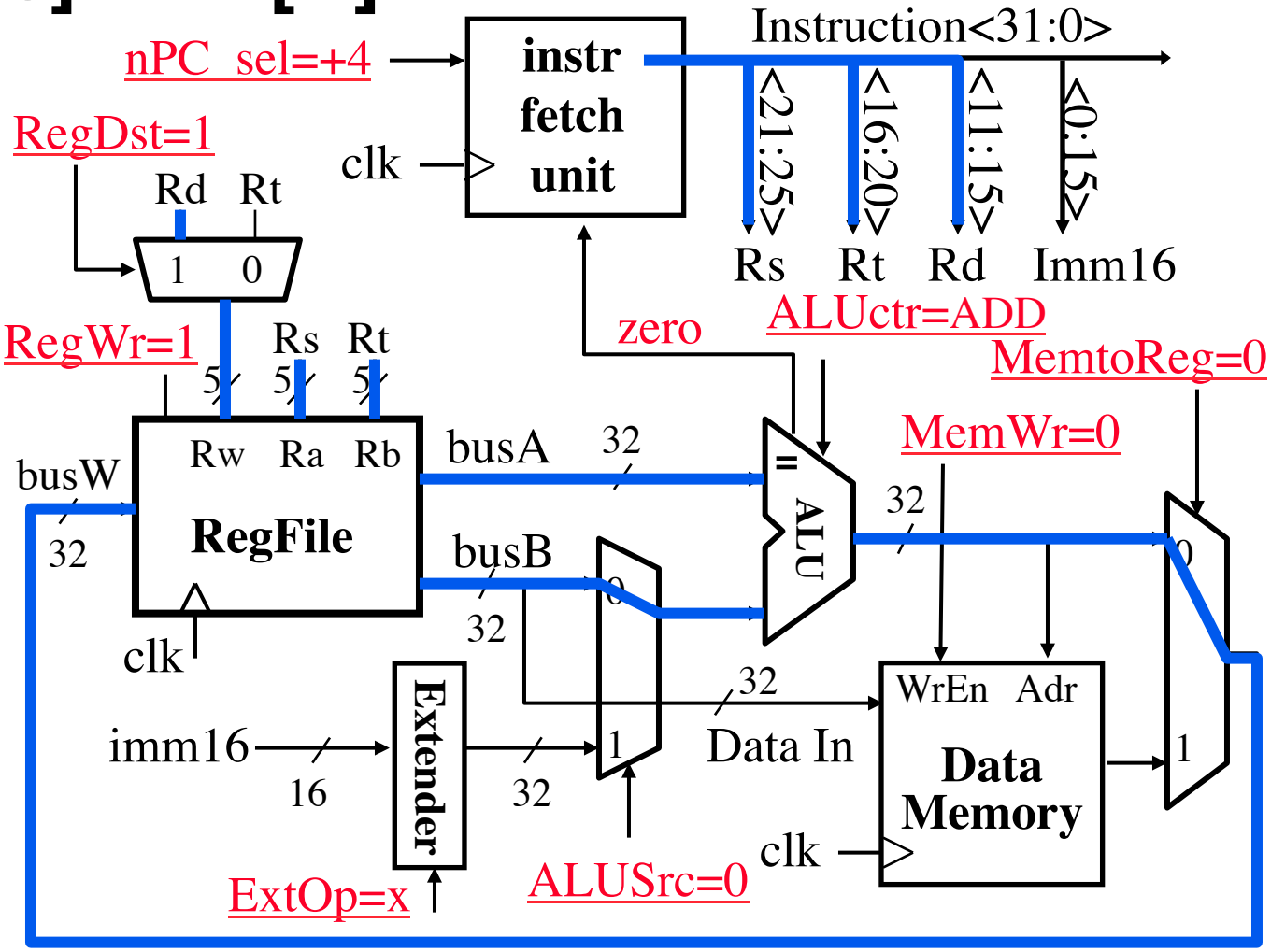
- Fetch the instruction from Instruction memory: Instruction = MEM[PC]
  - same for all instructions



The Single Cycle Datapath during Add

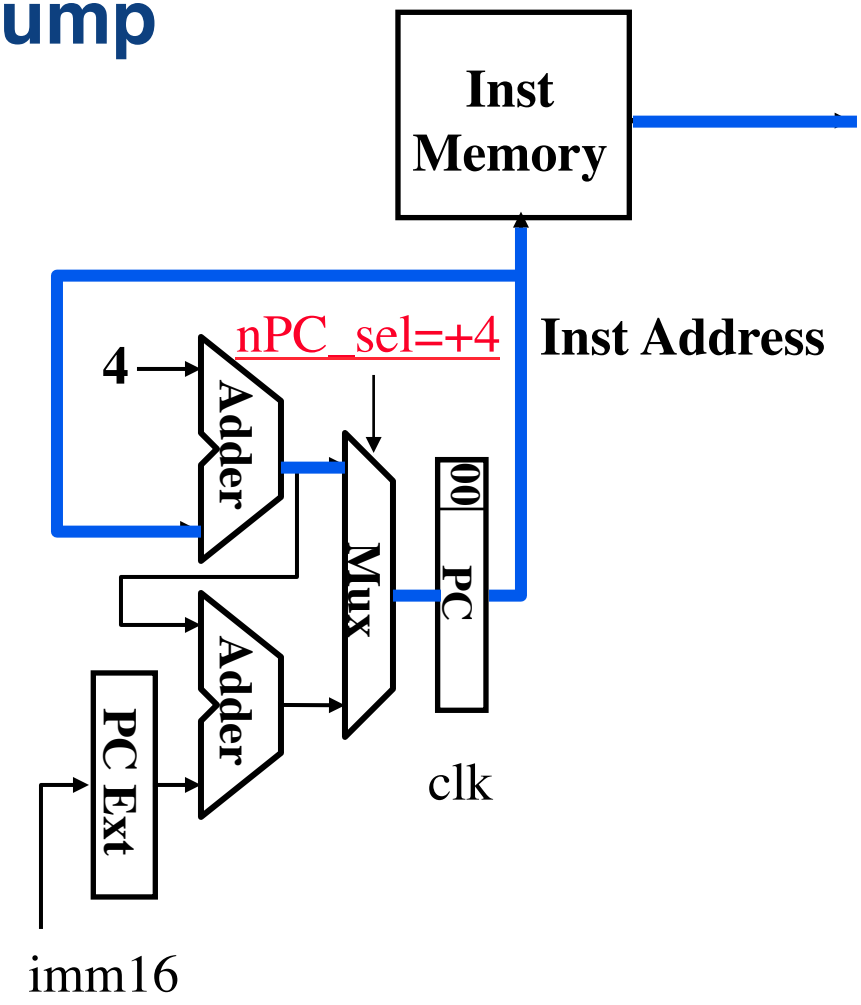


R[rd] = R[rs] + R[rt]

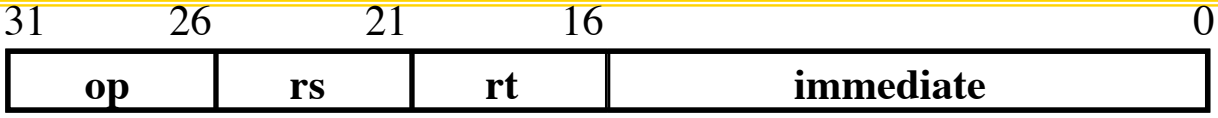


Instruction Fetch Unit at the End of `Add`

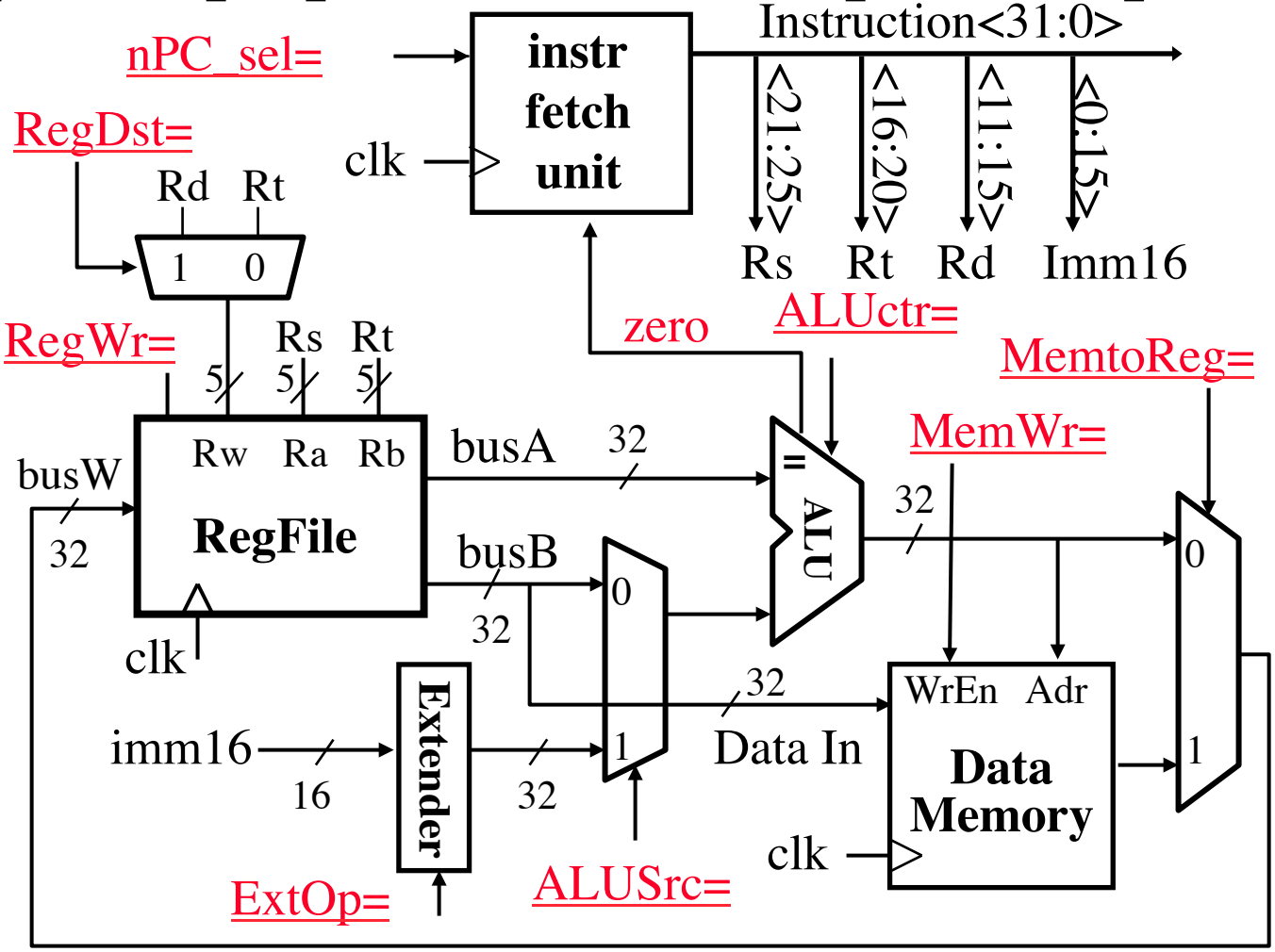
- PC = PC + 4
  - This is the same for all instructions except: Branch and Jump



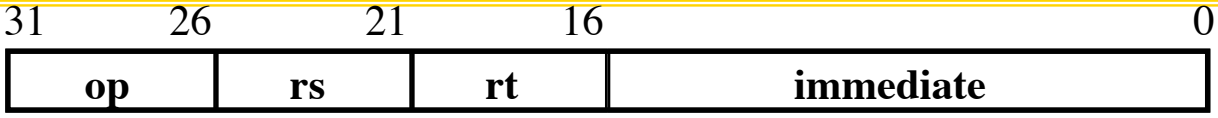
Single Cycle Datapath during Or Immediate?



- R[rt] = R[rs] OR ZeroExt[Imm16]



Single Cycle Datapath during Or Immediate?



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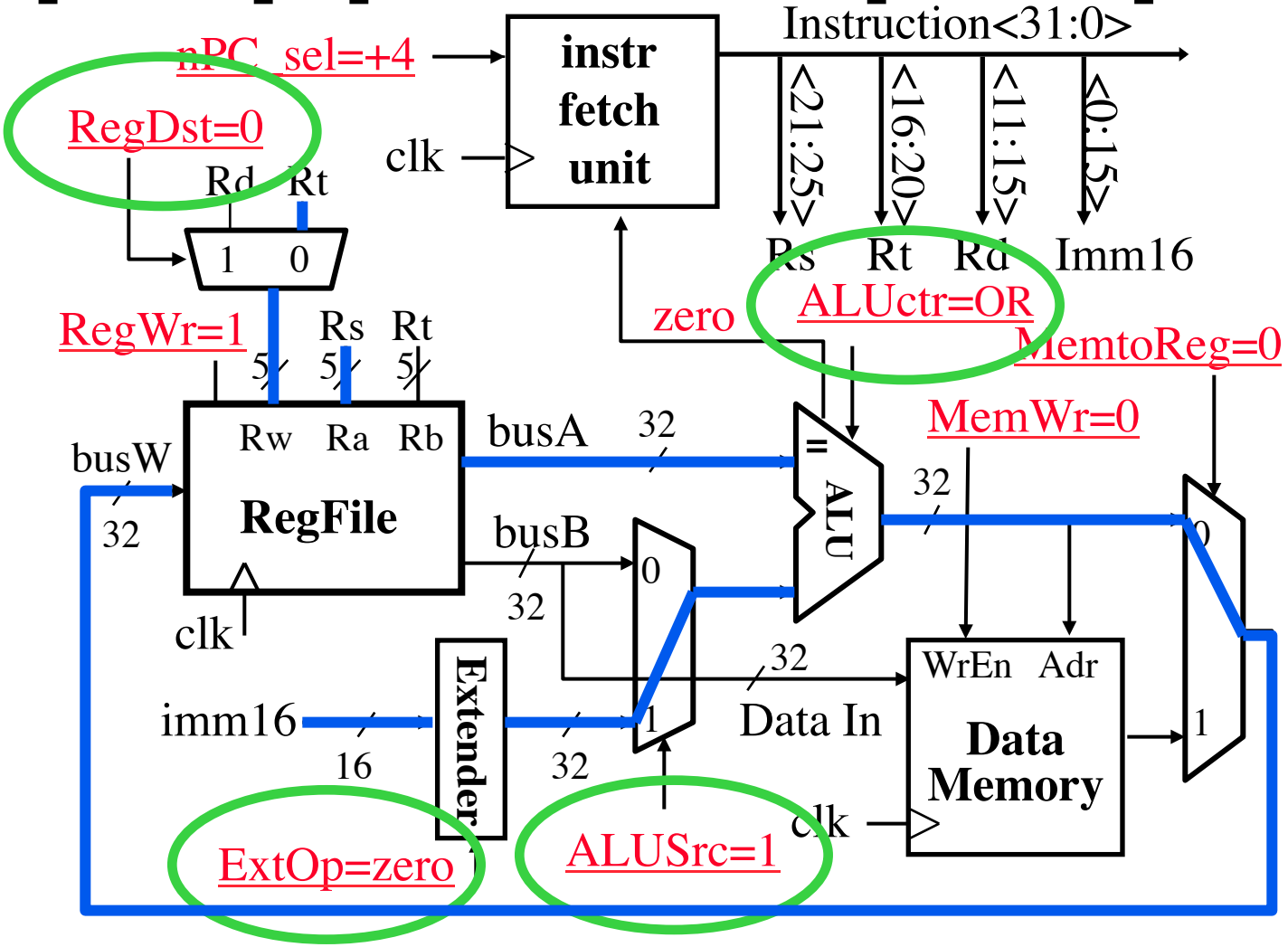
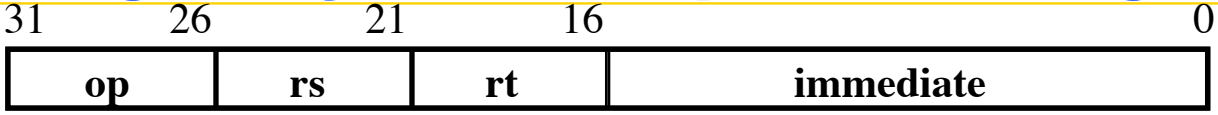
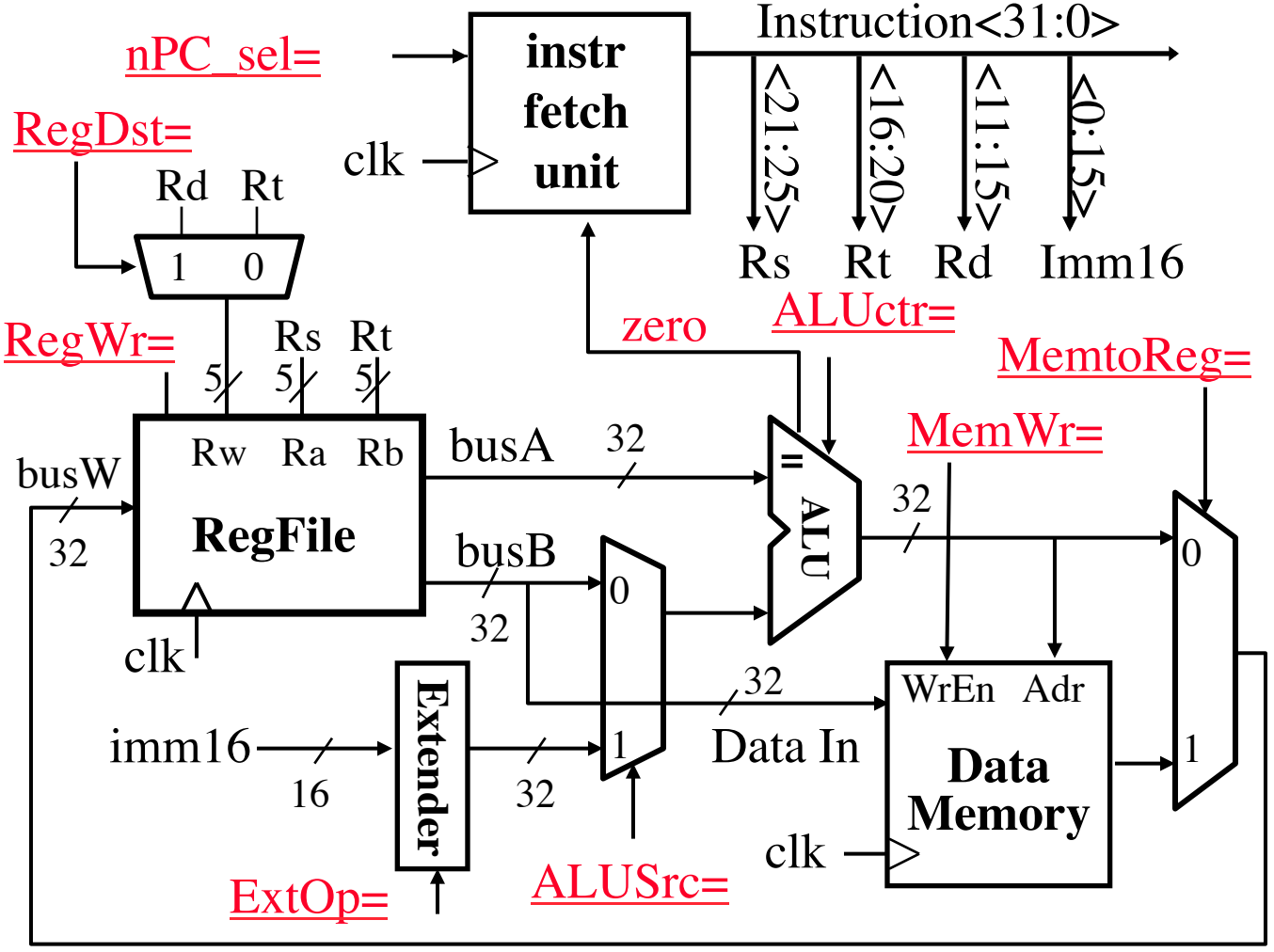


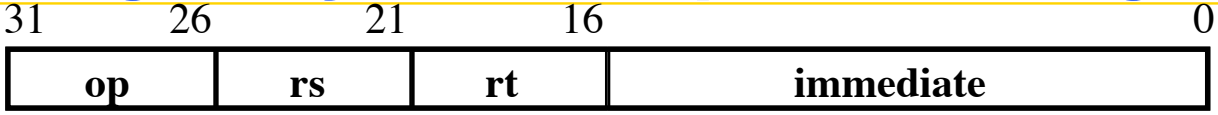
The Single Cycle Datapath during Load?



- R[rt] = Data Memory {R[rs] + SignExt[imm16]}



The Single Cycle Datapath during Load



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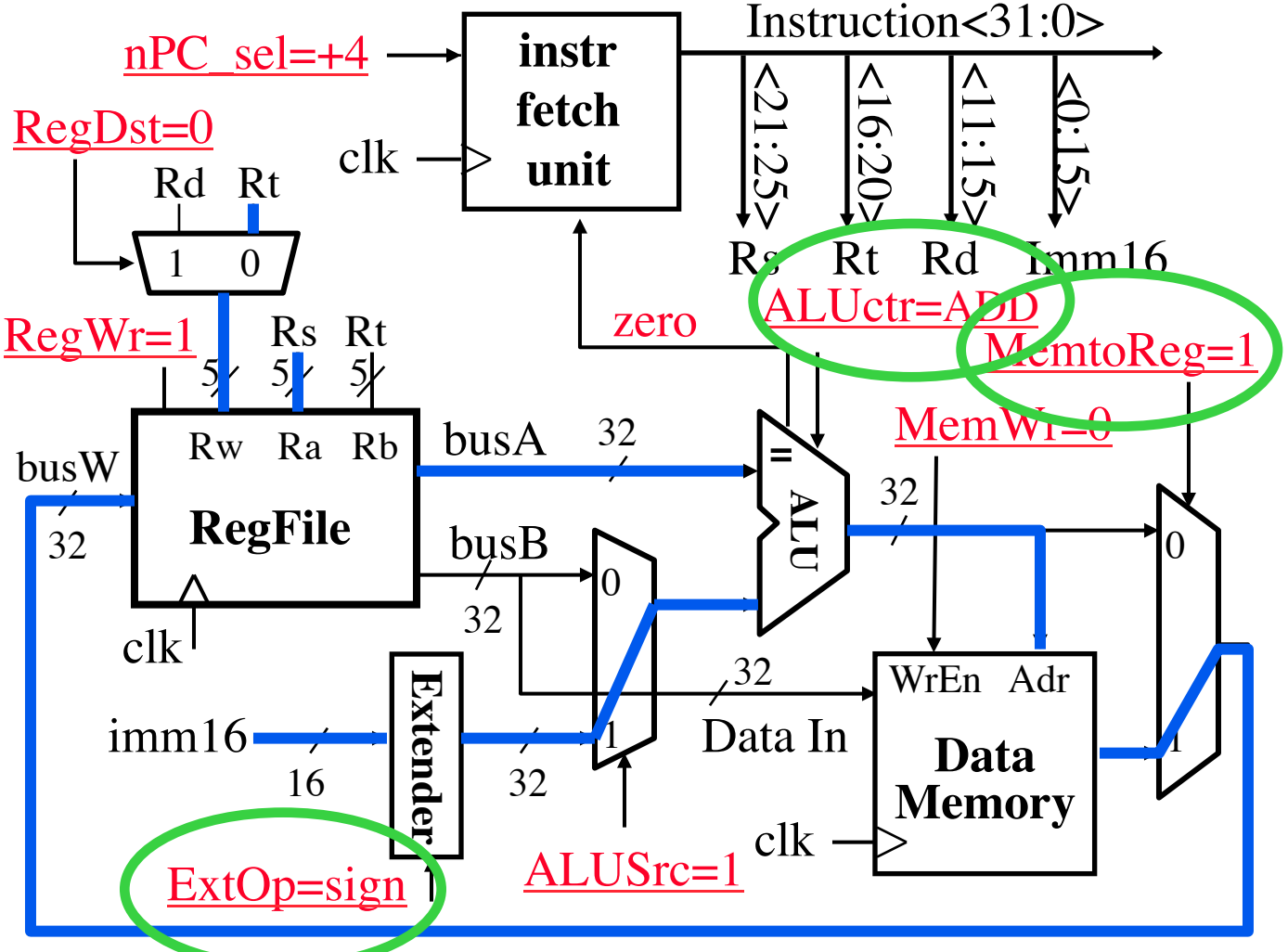
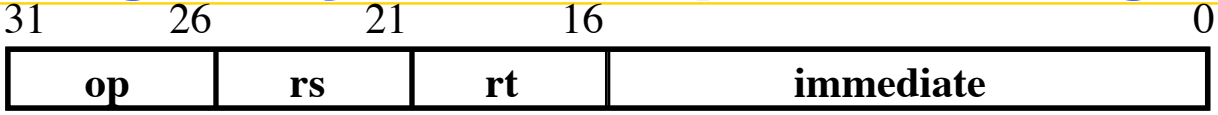
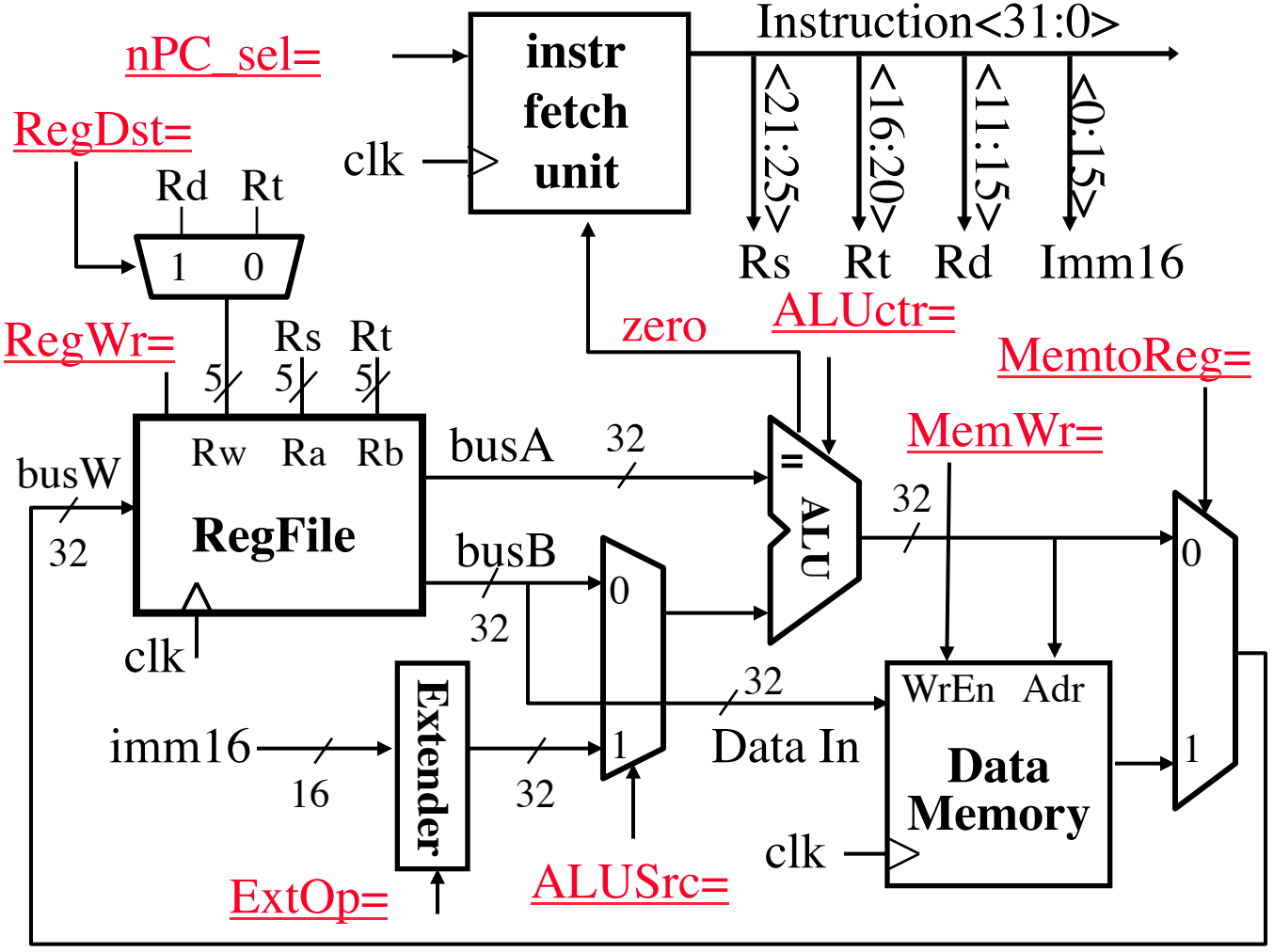


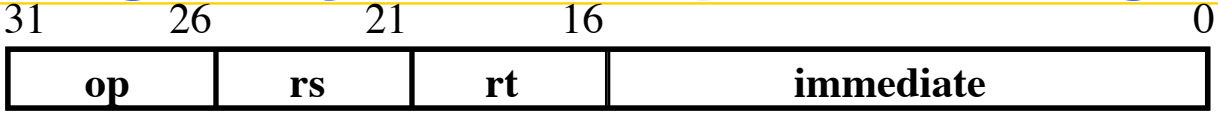
The Single Cycle Datapath during Store?



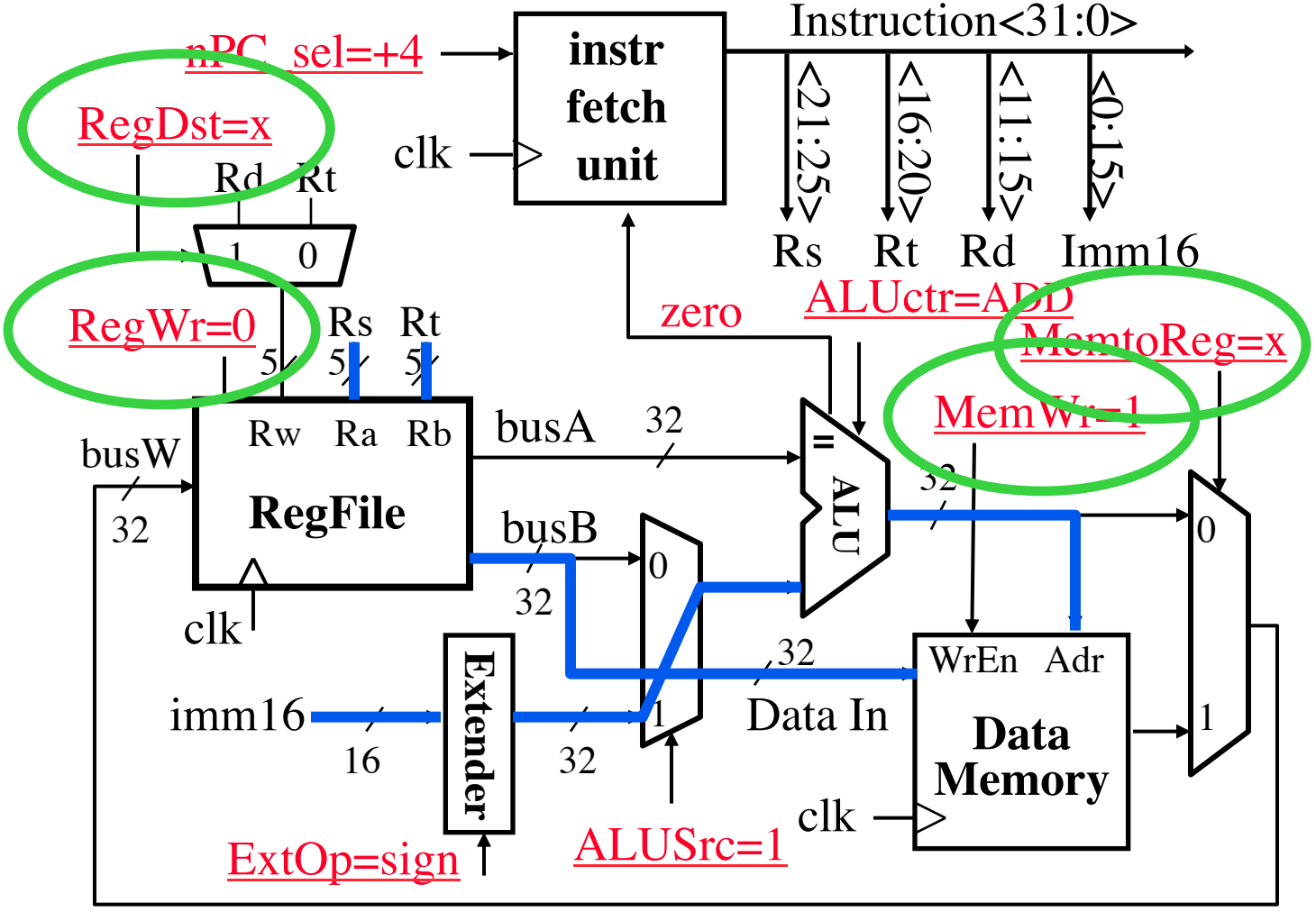
- Data Memory {R[rs] + SignExt[imm16]} = R[rt]



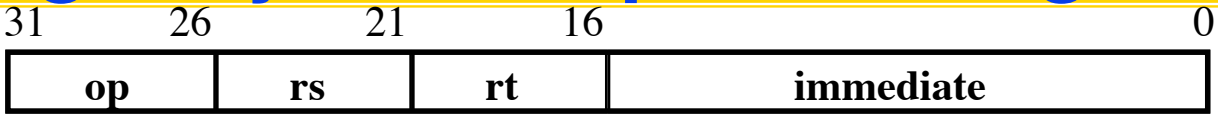
The Single Cycle Datapath during Store



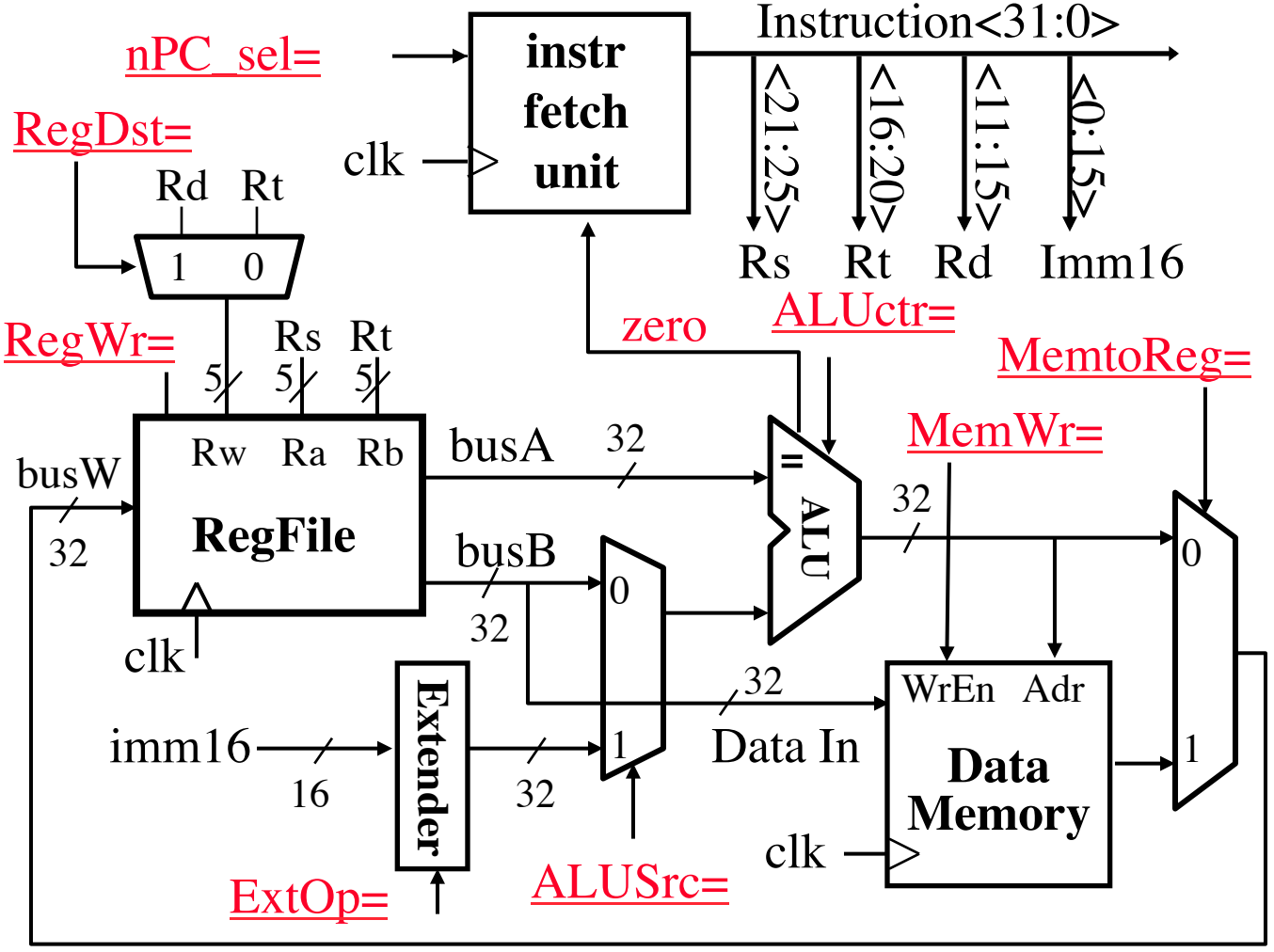
- Data Memory {R[rs] + SignExt[imm16]} = R[rt]



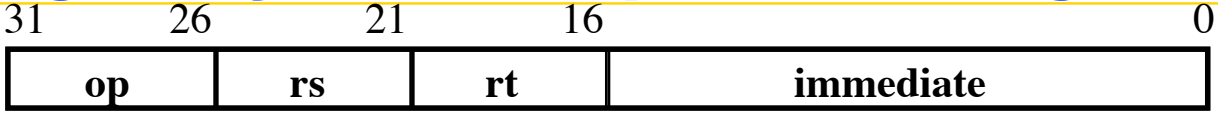
The Single Cycle Datapath during Branch?



- if (R[rs] - R[rt] == 0) then Zero = 1 ; else Zero = 0



The Single Cycle Datapath during Branch



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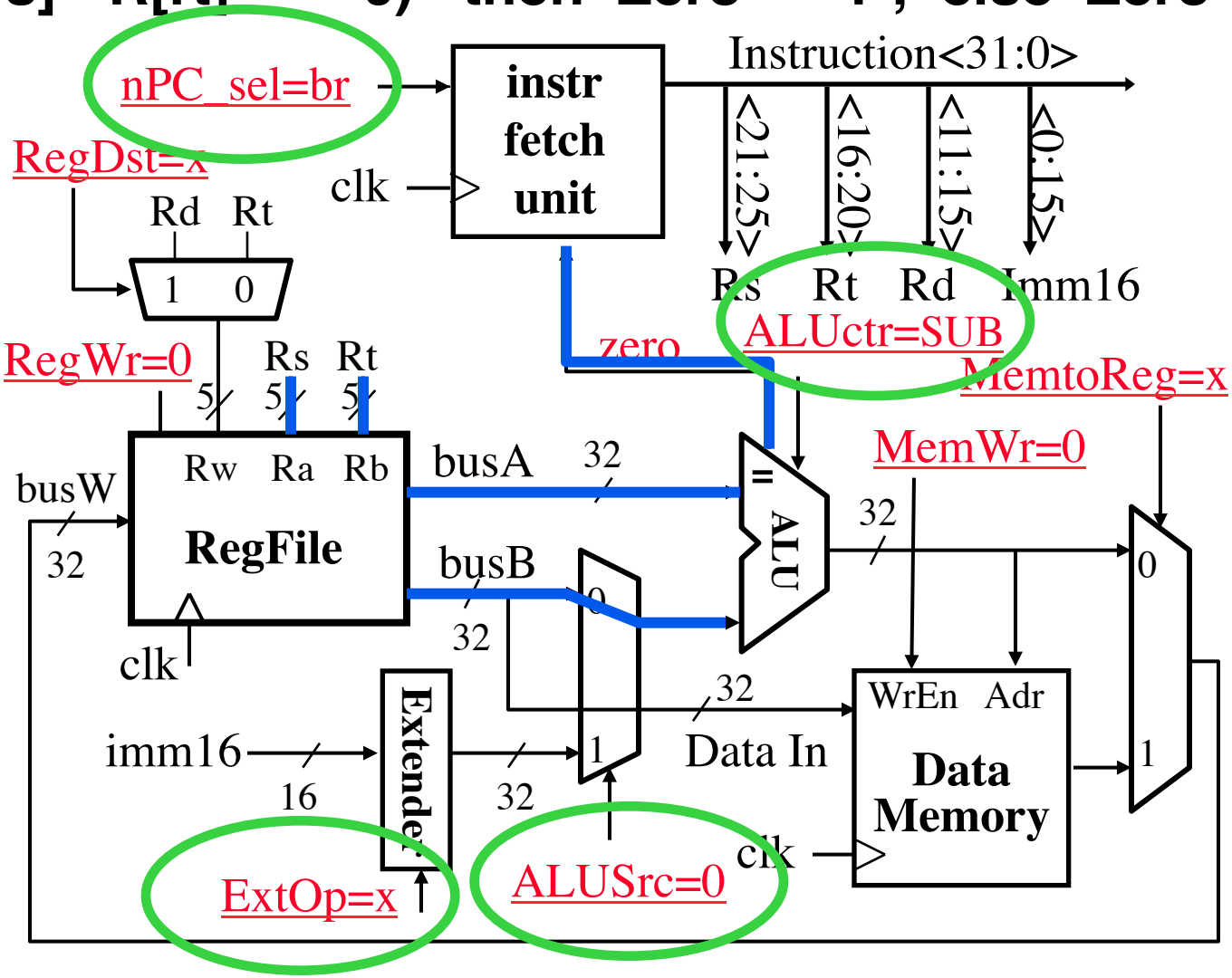
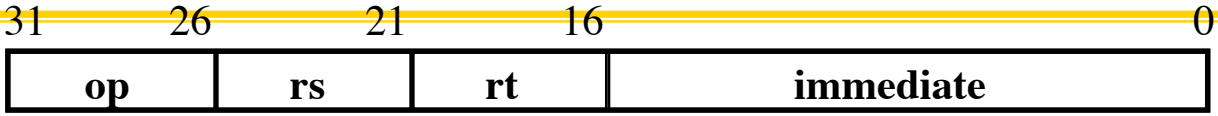
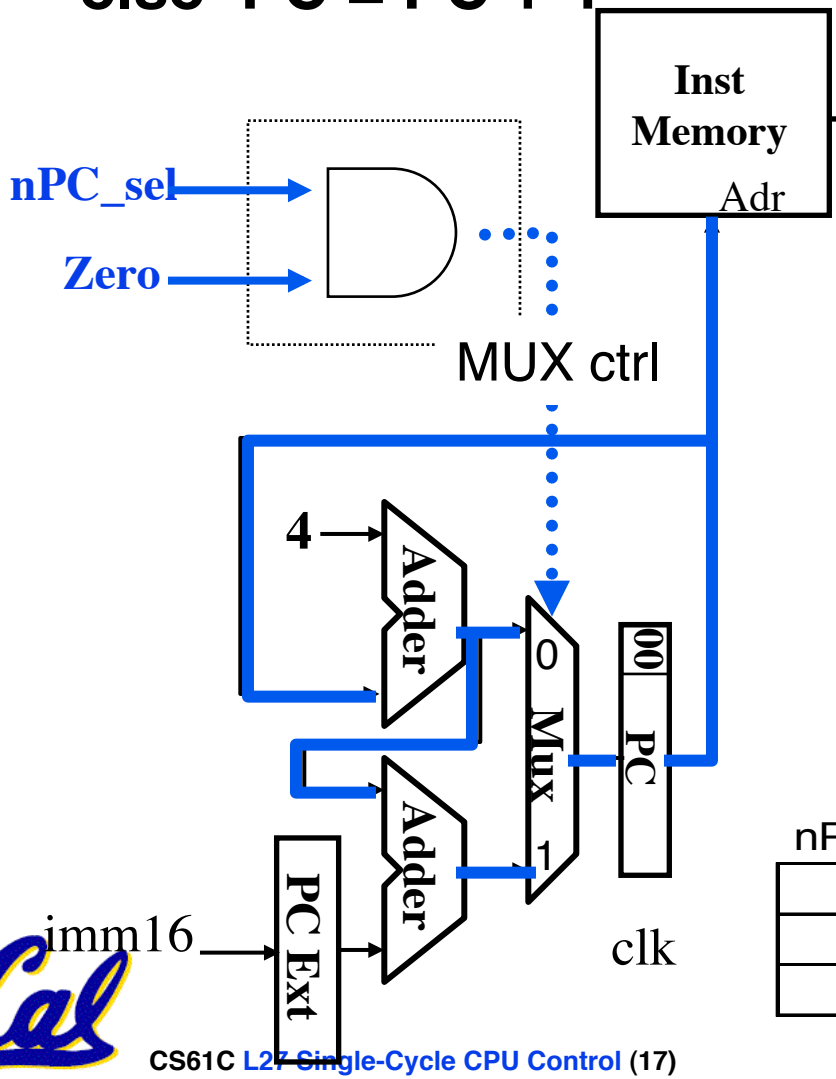


Instruction Fetch Unit at the End of Branch



- if (Zero == 1) then PC = PC + 4 + SignExt[imm16]*4 ; else PC = PC + 4



- What is encoding of nPC_sel?
  - Direct MUX select?
  - Branch inst. / not branch
- Let's pick 2nd option

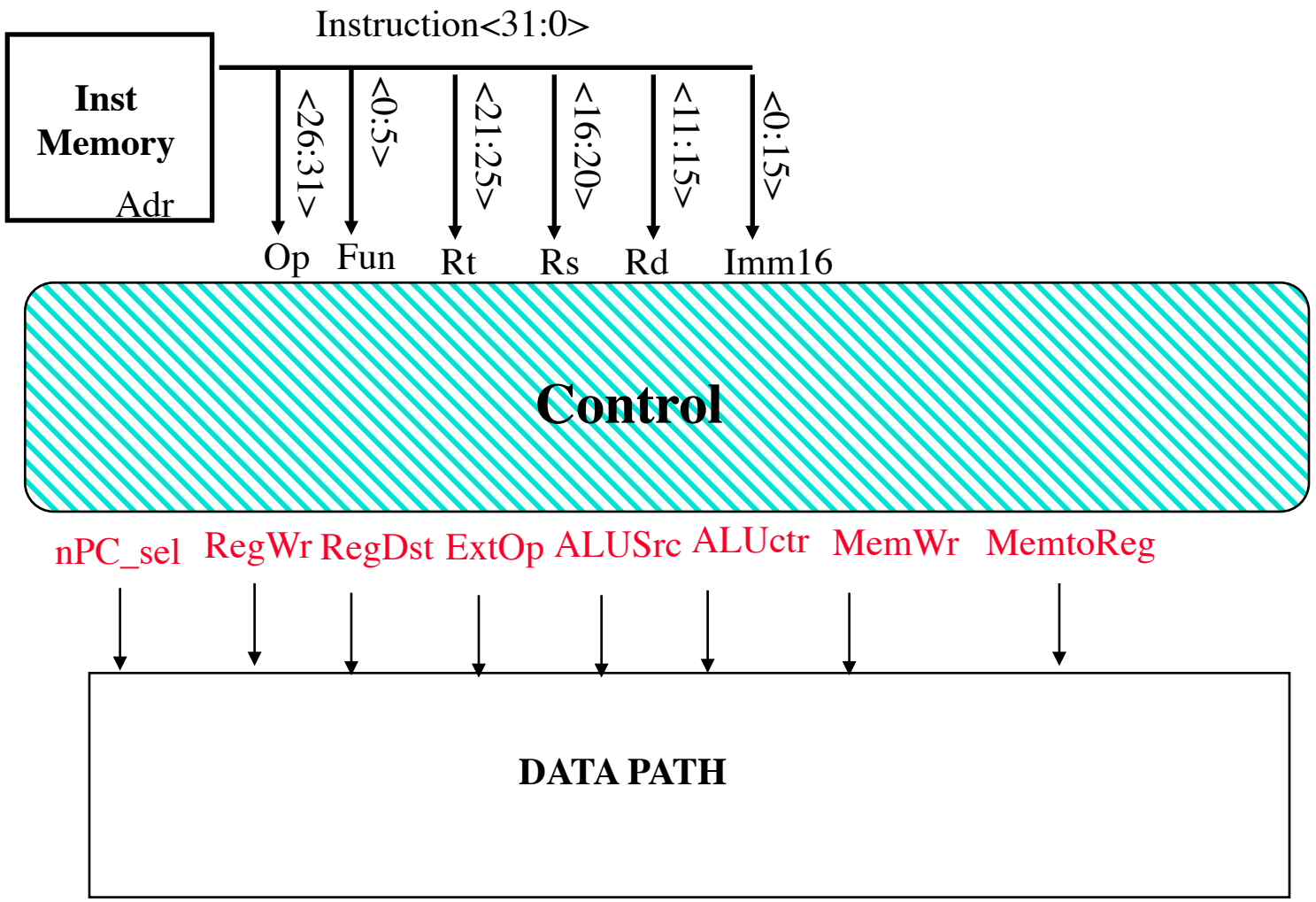
nPC_sel	zero?	MUX
0	x	0
1	0	0
1	1	1

Q: What logic gate?

Administrivia

- **Administrivia?**

Step 4: Given Datapath: RTL → Control



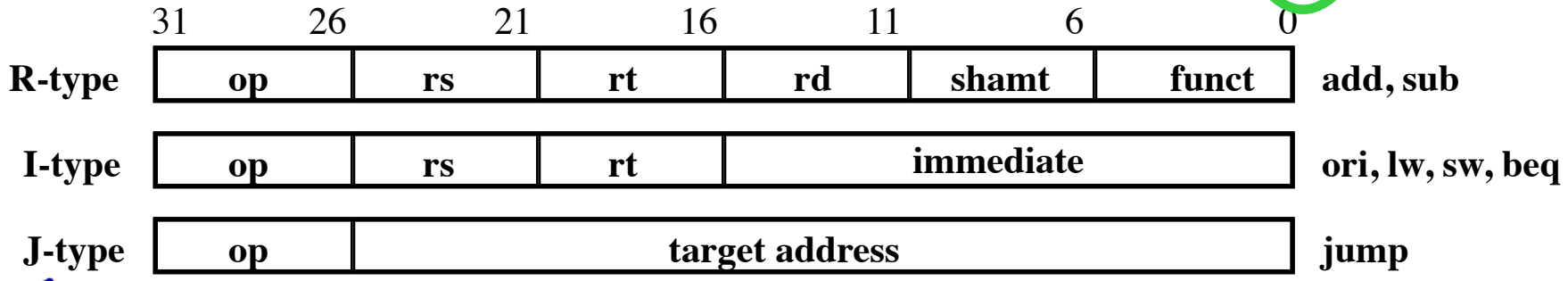
A Summary of the Control Signals (1/2)

inst	Register Transfer	
add	R[rd] ← R[rs] + R[rt];	PC ← PC + 4
	ALUsrc = RegB, ALUctr = "ADD", RegDst = rd, RegWr, nPC_sel = "+4"	
sub	R[rd] ← R[rs] – R[rt];	PC ← PC + 4
	ALUsrc = RegB, ALUctr = "SUB", RegDst = rd, RegWr, nPC_sel = "+4"	
ori	R[rt] ← R[rs] + zero_ext(Imm16);	PC ← PC + 4
	ALUsrc = Im, Extop = "Z",ALUctr = "OR", RegDst = rt,RegWr, nPC_sel ="+4"	
lw	R[rt] ← MEM[R[rs] + sign_ext(Imm16)];	PC ← PC + 4
	ALUsrc = Im, Extop = "sn", ALUctr = "ADD", MemtoReg, RegDst = rt, RegWr,	nPC_sel = "+4"
sw	MEM[R[rs] + sign_ext(Imm16)] ← R[rs];	PC ← PC + 4
	ALUsrc = Im, Extop = "sn", ALUctr = "ADD", MemWr, nPC_sel = "+4"	
beq	if (R[rs] == R[rt]) then PC ← PC + sign_ext(Imm16)] || 00 else PC ← PC + 4	
	nPC_sel = "br", ALUctr = "SUB"	

A Summary of the Control Signals (2/2)

See Appendix A

	func	10 0000	10 0010	We Don't Care :-)				
	op	00 0000	00 0000	00 1101	10 0011	10 1011	00 0100	00 0010
		add	**sub**	**ori**	**lw**	**sw**	**beq**	**jump**
RegDst		1	1	0	0	x	x	x
ALUSrc		0	0	1	1	1	0	x
MemtoReg		0	0	0	1	x	x	x
RegWrite		1	1	1	1	0	0	0
MemWrite		0	0	0	0	1	0	0
nPCsel		0	0	0	0	0	1	?
Jump		0	0	0	0	0	0	1
ExtOp		x	x	0	1	1	x	x
ALUctr<2:0>		Add	Subtract	Or	Add	Add	Subtract	x



Boolean Expressions for Controller

RegDst = add + sub
ALUSrc = ori + lw + sw
MemtoReg = lw
RegWrite = add + sub + ori + lw
MemWrite = sw
nPCsel = beq
Jump = jump
ExtOp = lw + sw
ALUctr[0] = sub + beq (assume ALUctr is 00 ADD, 01: SUB, 10: OR)
ALUctr[1] = or

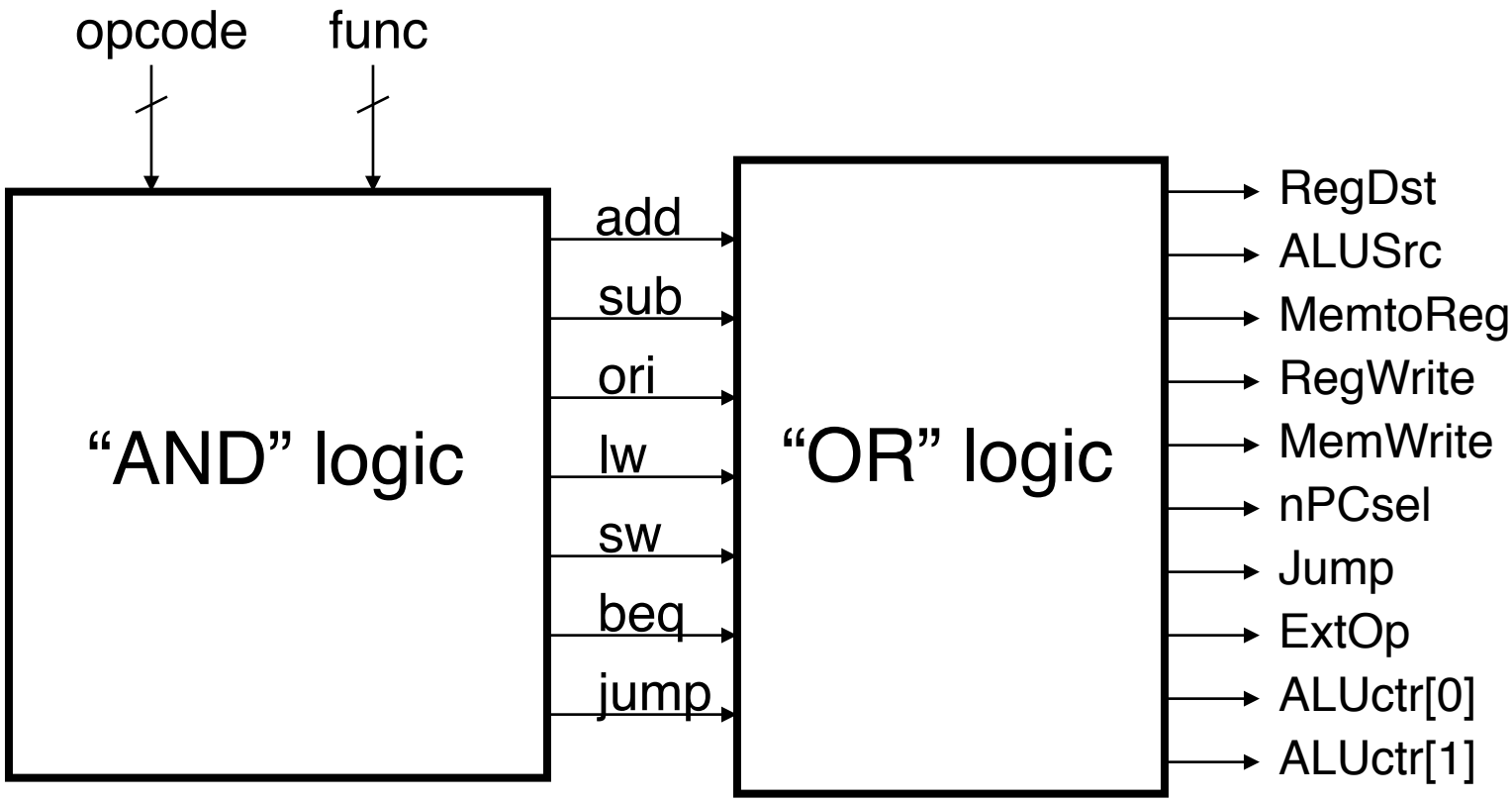
where,

$$\text{rtype} = \sim op_5 \bullet \sim op_4 \bullet \sim op_3 \bullet \sim op_2 \bullet \sim op_1 \bullet \sim op_0,$$
$$\text{ori} = \sim op_5 \bullet \sim op_4 \bullet op_3 \bullet op_2 \bullet \sim op_1 \bullet op_0$$
$$\text{lw} = op_5 \bullet \sim op_4 \bullet \sim op_3 \bullet \sim op_2 \bullet op_1 \bullet op_0$$
$$\text{sw} = op_5 \bullet \sim op_4 \bullet op_3 \bullet \sim op_2 \bullet op_1 \bullet op_0$$
$$\text{beq} = \sim op_5 \bullet \sim op_4 \bullet \sim op_3 \bullet op_2 \bullet \sim op_1 \bullet \sim op_0$$
$$\text{jump} = \sim op_5 \bullet \sim op_4 \bullet \sim op_3 \bullet \sim op_2 \bullet op_1 \bullet \sim op_0$$

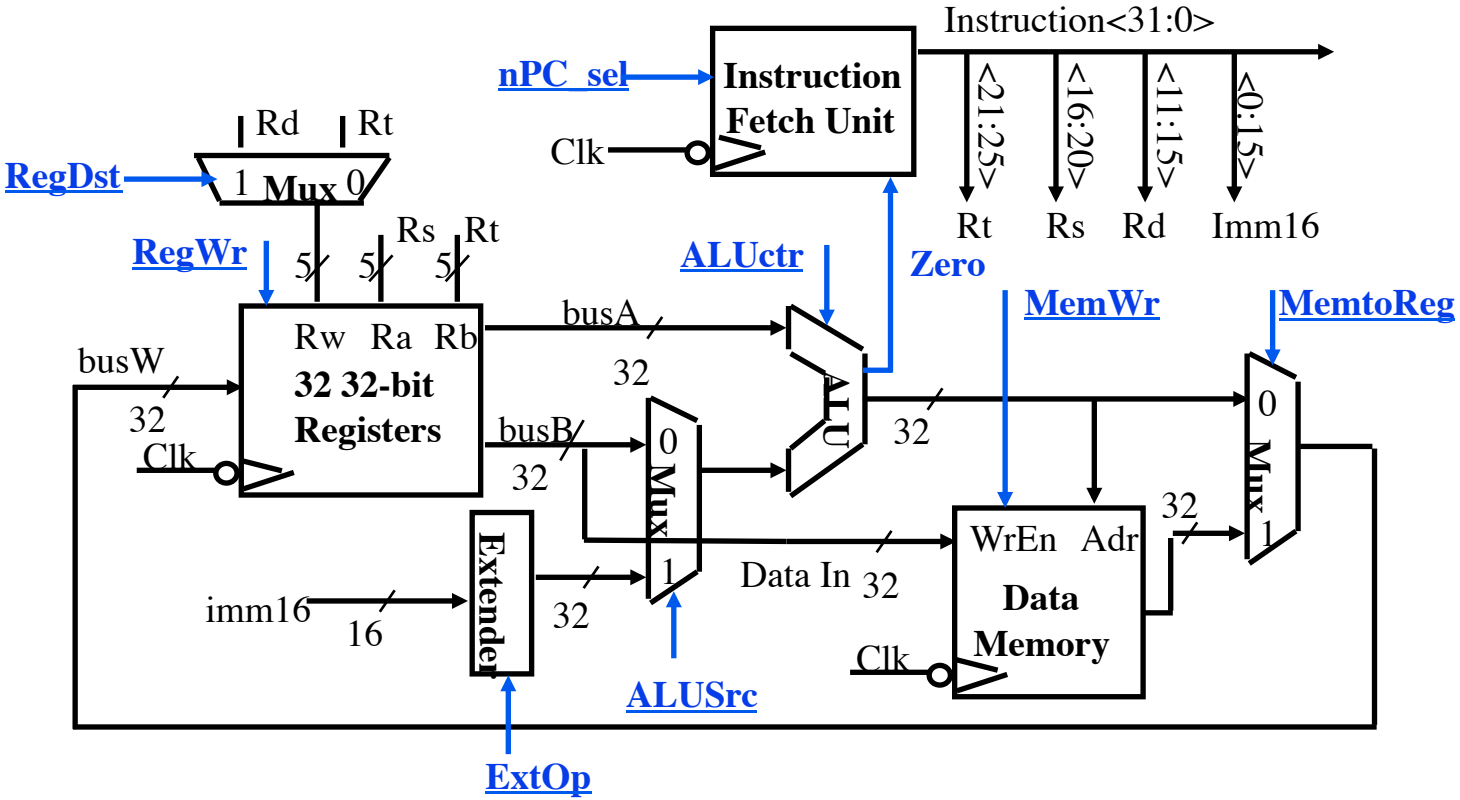
$$\text{add} = \text{rtype} \bullet func_5 \bullet \sim func_4 \bullet \sim func_3 \bullet \sim func_2 \bullet \sim func_1 \bullet \sim func_0$$
$$\text{sub} = \text{rtype} \bullet func_5 \bullet \sim func_4 \bullet \sim func_3 \bullet \sim func_2 \bullet func_1 \bullet \sim func_0$$

How do we implement this in gates?

Controller Implementation



Peer Instruction



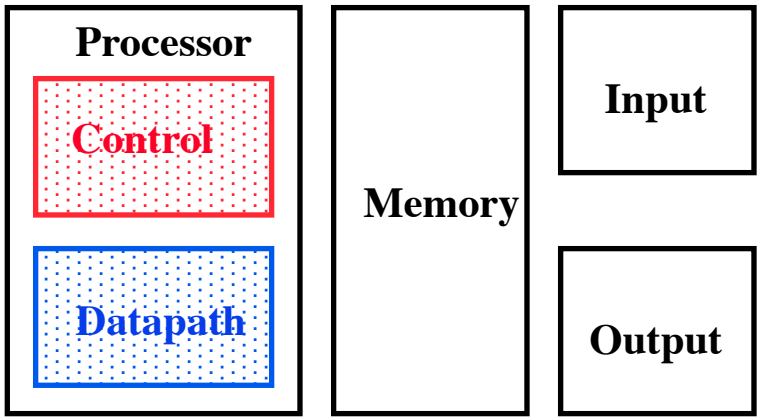
1) MemToReg='x' & ALUctr='sub'. SUB or BEQ?

2) ALUctr='add'. Which 1 signal is different for all 3 of: ADD, LW, & SW? RegDst or ExtOp?

	12
a)	SR
b)	SE
c)	BR
d)	BE

Summary: Single-cycle Processor

- 5 steps to design a processor
  - 1. Analyze instruction set → datapath requirements
  - 2. Select set of datapath components & establish clock methodology
  - 3. Assemble datapath meeting the requirements
  - 4. Analyze implementation of each instruction to determine setting of control points that effects the register transfer.
  - 5. Assemble the control logic
    - Formulate Logic Equations
    - Design Circuits

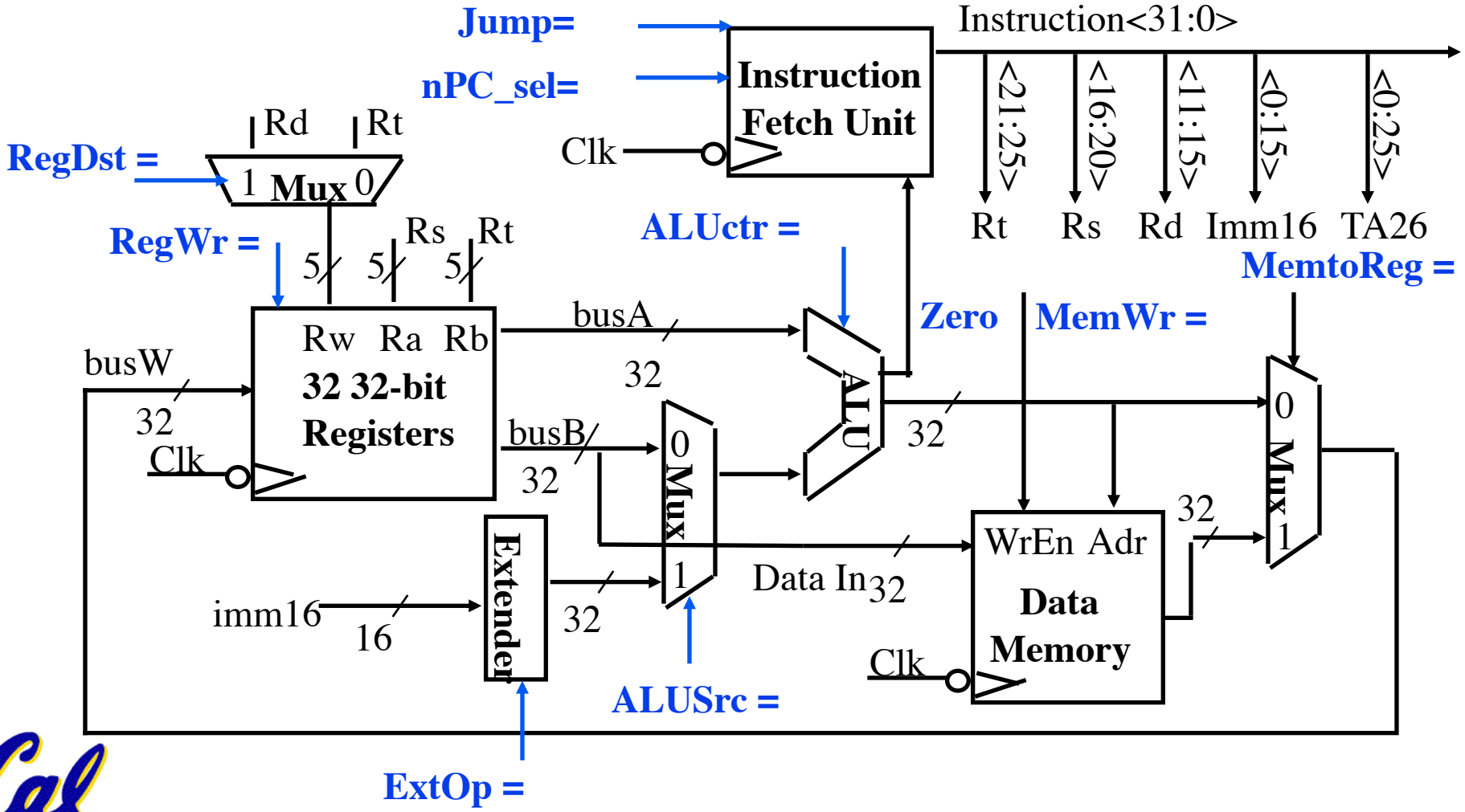


Bonus slides

- These are extra slides that used to be included in lecture notes, but have been moved to this, the "bonus" area to serve as a supplement.
- The slides will appear in the order they would have in the normal presentation

The Single Cycle Datapath during Jump

- New PC = { PC[31..28], target address, 00 }



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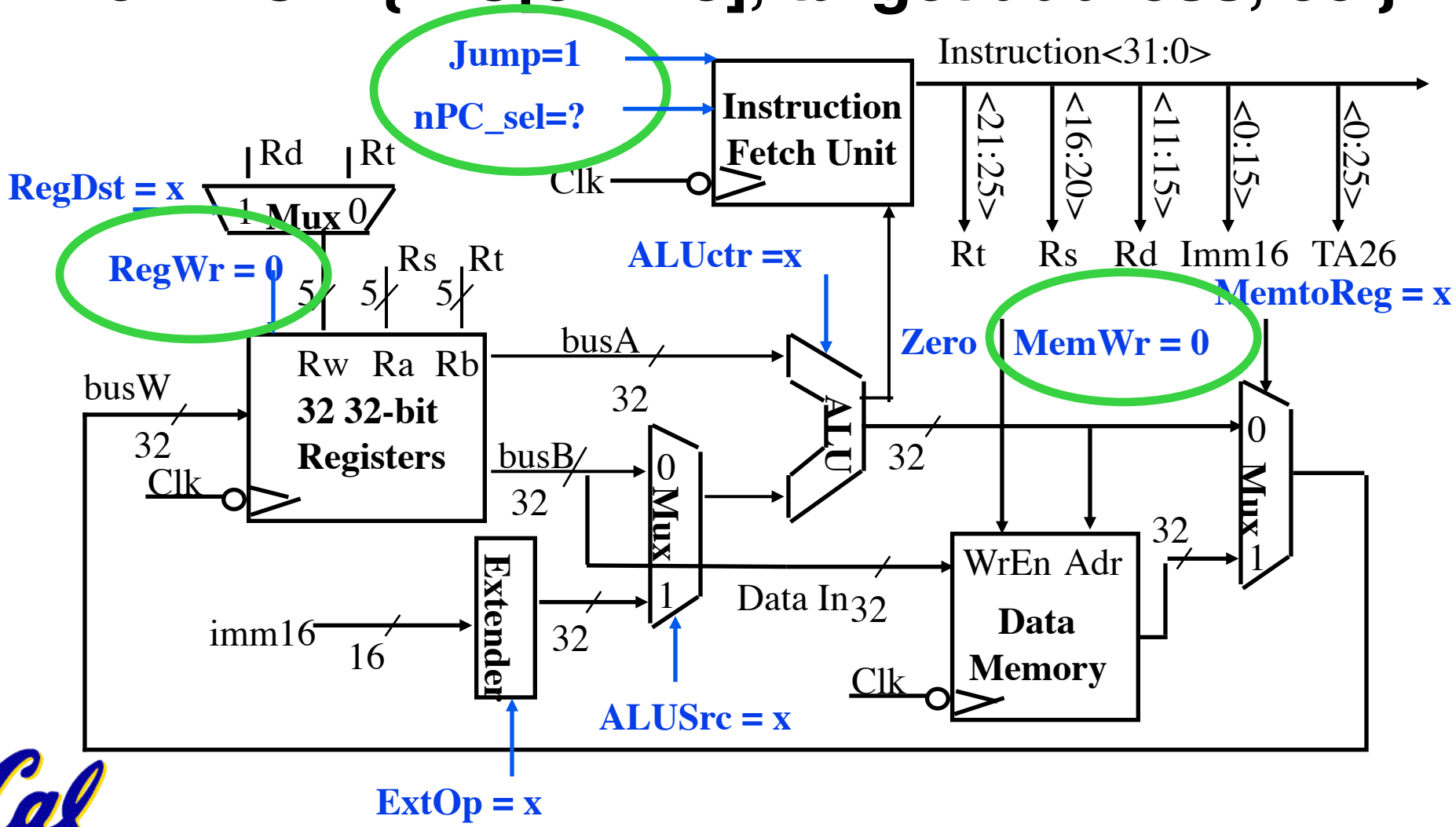
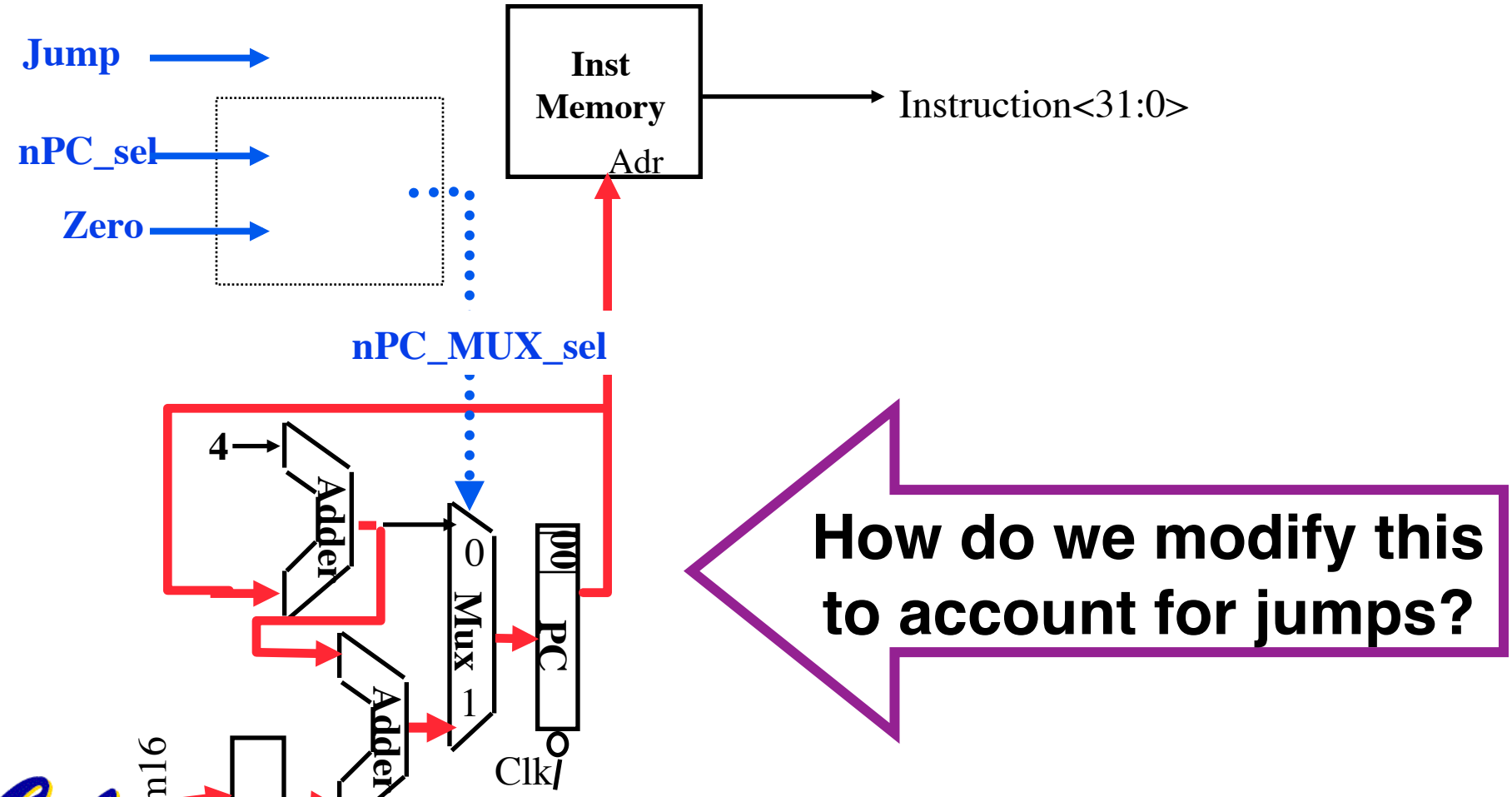


Instruction Fetch Unit at the End of Jump

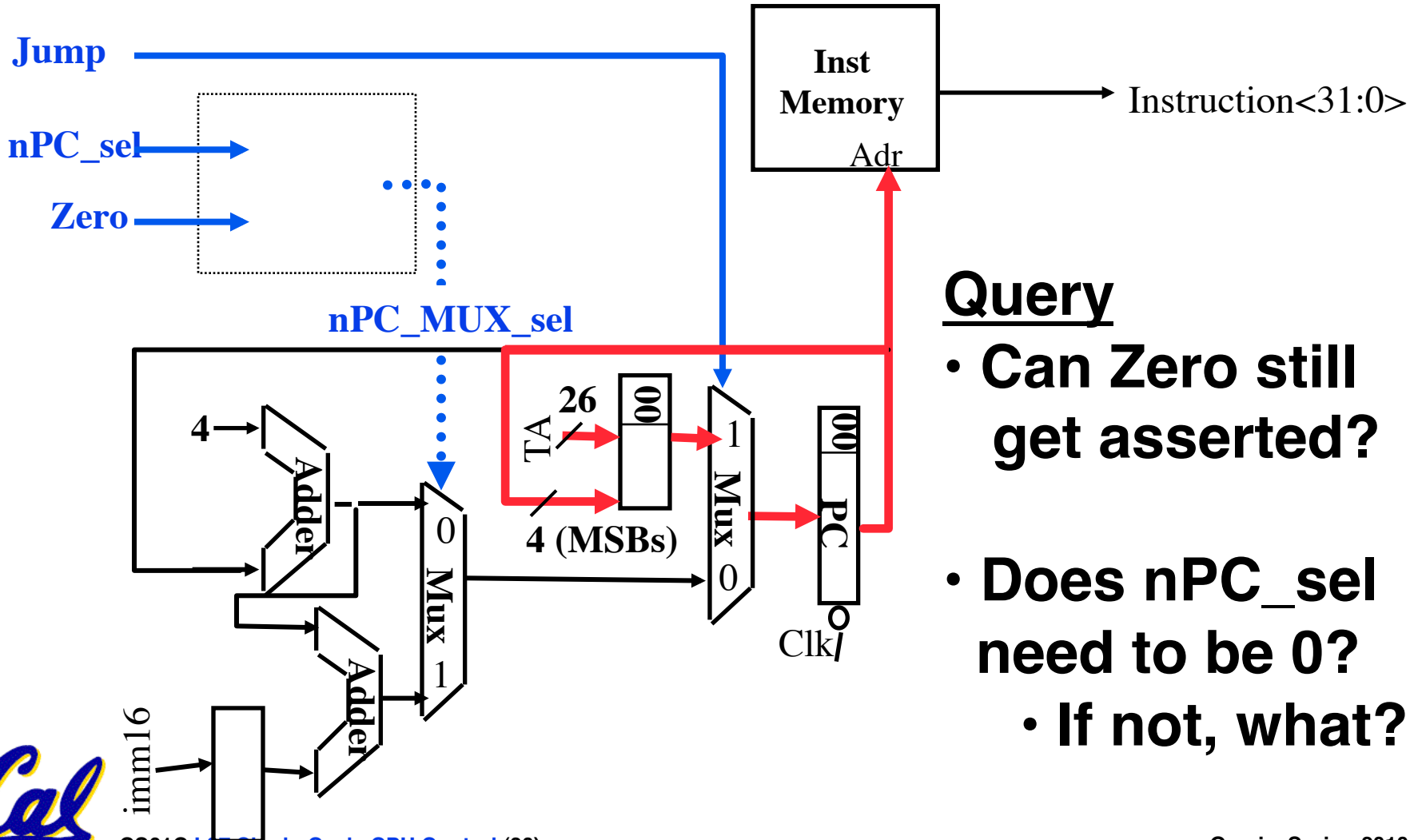
- New PC = { PC[31..28], target address, 00 }



How do we modify this to account for jumps?

Instruction Fetch Unit at the End of Jump

- New PC = { PC[31..28], target address, 00 }



Query

- Can Zero still get asserted?
- Does nPC_sel need to be 0?
  - If not, what?